

ABSTRACT OF THE DISCLOSURE

A video game apparatus produces a image of a player character whose motion is operated by a player and a scene image which changes 5 according to the motion of the player character, and displays the produced player character image and scene image on a display unit. The video game apparatus further produces sound effects according to the motion of the player character. The video game apparatus produces a first scene image subjectively viewed by the player character 10 when the player character is stopped in a movable state, and a second scene image objectively viewing the motion of the player character when the player character is moved, and displays the produced one of the first and second scene images on the display unit. The video game apparatus produces different sound effects depending on which of the 15 first and second scene images is displayed.